

Webster: the Word Game™



Game Play Manual

*Pinpoint missing letters
before each word
hits rock bottom!*

abcd **klmn** **pqrstuv**

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Webster: the Word Game™

Setting Up Your Computer

Following manufacturer's instructions, hook up your computer to a monitor or TV. If you are using a disk or cassette product, make sure your disk drive or program recorder is connected.

For Disk:

1. Insert the program disk into the disk drive and close the drive door.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.
4. a. Apple® disk drives will automatically boot disks.
b. Commodore 64™ users refer to instructions on disk label for booting the disk.

For Cartridge:

1. Plug the program cartridge into your computer's cartridge port. For computers with two cartridge ports, use the left one.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.

For Cassette:

1. Insert the program cassette into the program recorder following cassette label instructions.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.
4. Refer to instructions in cassette case for loading the program.

Developed and programmed by Sue and Julio Kaplan.
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Welcome To Webster: The Word Game™!

Get set for excitement, fun and learning in this challenging game of word recognition. Starting with an incomplete word on top of the screen, use your computer-animated hand to select the missing letters from the on-screen alphabet. If you complete the word before it reaches the bottom, you score! The better you get, the more complex the words become and the faster they fall! With over 700 different words and seven levels of skill (including the mind-bending Challenge Level), WEBSTER: THE WORD GAME is the ideal all-family educational entertainment!

WEBSTER: THE WORD GAME is as fast and easy to learn as it is to play. While basic instructions and procedures appear in the program, the following information has been prepared to familiarize you with all of the game's features.

Preparing To Play

Once the program has been loaded into your computer, the title screen will appear followed by an instruction screen.

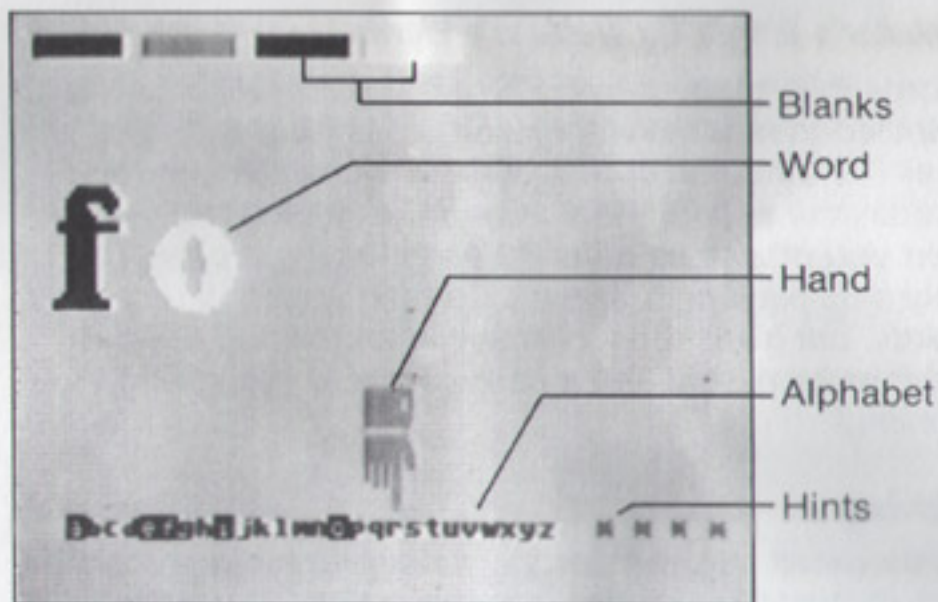
Select the number of players (1 or 2). Then each player may select the skill level (1 through 6) that he/she wishes to start on. WEBSTER: THE WORD GAME allows players to compete against each other on *independently selected skill levels!* This way, less experienced players may compete against veteran players and still be evenly matched.

Select either a Joystick or the keyboard to control your hands. You may only use one or the other during your turn, although you may switch controls when you begin a new turn.

Hands

Each player starts the game with five hands. These hands are controlled by your Joystick or keyboard.

The number of hands appearing on the screen at the beginning of each turn or when you change skill levels indicates how many hands you have left.



Bonus hands are awarded every time you score 40,000 points up to a maximum of five hands in reserve at any one time.

Webster's Words On Joysticks

If you choose to use a Joystick Controller, be sure the Joystick is firmly plugged into your computer (*Commodore 64 owners must use Port 2*). To move your hand across the on-screen alphabet, move your Joystick in the desired direction, left or right. To select a particular letter, press down on the red button. Remember: this is a one or two-player game using the same Joystick. *At the end of your turn, be sure to pass the Joystick to the next player.*

Webster's Words On Keyboards

If you choose to use the keyboard, use the **Z** key to move your hand to the left. Use the **/** key to move it to the right. To select a letter, press the space bar.

Webster's Words

After selecting your skill level, the game begins. Your first word will consist of from three to six multi-colored blanks. One letter will already be in place to get you started. In the case of multiple letters (e.g. two "e"s, three "r"s), all locations of that letter will be filled in.

Webster's Words On Webster's Words

Words that appear in WEBSTER: THE WORD GAME are selected at random within skill levels from a data base of over 700 different words. While it is possible that some words may appear more than once, the letter given to start you off will be different each time you play. This not only aids players in developing their ability to recognize words, but gives them practice in identifying specific letter patterns and sequences—keys to successful spelling!

Playing

As the word begins to drop, move your hand across the alphabet and stop when you come to a letter that you think belongs in the word. Press down on your red button (or the space bar if you're using the keyboard). The letter—if you've made the right choice—will appear on the screen and float into its correct position. If the letter appears more than once, all locations of that letter will be filled in. When you make a correct choice, the word will move back up the screen one notch, giving you some extra time to decipher the entire word.

If you are incorrect and if the letter does not appear in the word, the letter will swoop up off the screen and the word will continue its descent.

Once a letter is used, its place in the alphabet is marked in reverse type. This enables you to easily keep track of which letters are still available as choices.

Completing A Word

If you identify and select all the letters of the word before the word hits bottom, you will score points based on how many letters were in the word and then move on to the next word.

If you fail to complete the word before it hits bottom, you will score no points for that word and lose one of your hands. The word you missed is revealed on the screen and your turn ends. If two people are playing, the turn passes to the next player. If you're the only person playing, you may then begin a new turn.

Hints

In some cases, dots will appear to the right of the alphabet. These are called hints. Selecting a hint fills in one missing letter, but reduces the number of points you'll score if you complete the word (see SCORING).

Hints disappear when you need only one letter to complete a word (that would make things *too easy*).

You will be awarded one extra hint should you lose two of your hands.

Demon Words

Demon Words are extra tough words that provide the ultimate test of word recognition skill as well as the opportunity to earn bonus points. Demon Words appear randomly on all levels except Level 1 and the Demonstration Level and move down the screen *very, very fast*. Obviously, the higher the skill level, the greater the frequency and speed of Demon Words.

When a Demon Word appears, you'll know it because the word blanks and positioned letters all appear in red. Your hand, regardless of whether you're Player 1 or Player 2, also appears in red. Should you fail to decipher a Demon Word, you will *not* lose a hand (except on the Challenge Level). Also, on the Challenge Level, missed Demon Words are *not* revealed. They remain unknown until successfully deciphered.

Hints are never given for Demon Words.

End Of Game

The game ends when you lose all your hands. The program will offer you the option of starting a new game and selecting a new skill level to start out on.

Pause

To pause the game at any point press the **P** key. To resume playing, press the red button on your Joystick or the space bar.

Scoring

Point Values:

Each letter correctly selected	+50 points
Each word successfully completed	+500 points
Each hint used	-200 points up to a maximum of -500 points per word

Bonus Point Values:

Successfully completing a Demon Word	Variable; 2 to 10 times 500 points
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Demonstration Level

To help introduce new players to WEBSTER: THE WORD GAME, a Demonstration Level has been included to familiarize them with how to go about moving hands and selecting letters. This level may be entered into at the beginning of the game.

Challenge Level

Skill Level 7, the Challenge Level, is comprised totally of Demon Words and requires speed and dexterity with the Joystick or keyboard as well as quick thinking. You *cannot* enter into this level at the beginning of the game; when (if) you get through Level 6 you will automatically move into the Challenge Level.

Missing a word on this level *will* cost you a hand and will also send you back to Level 6. You'll have to get through that level once again before earning another shot at the Challenge Level.

Should you successfully complete ten Demon Words in a row on the Challenge Level, you will have outwitted WEBSTER: THE WORD GAME! As a reward for such an outstanding demonstration of skill and smarts, a hidden code word will be revealed to you on the screen. Needless to say, few individuals have ever reached this high point of recognition (and if that's not a dare, we don't know what is)!

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